

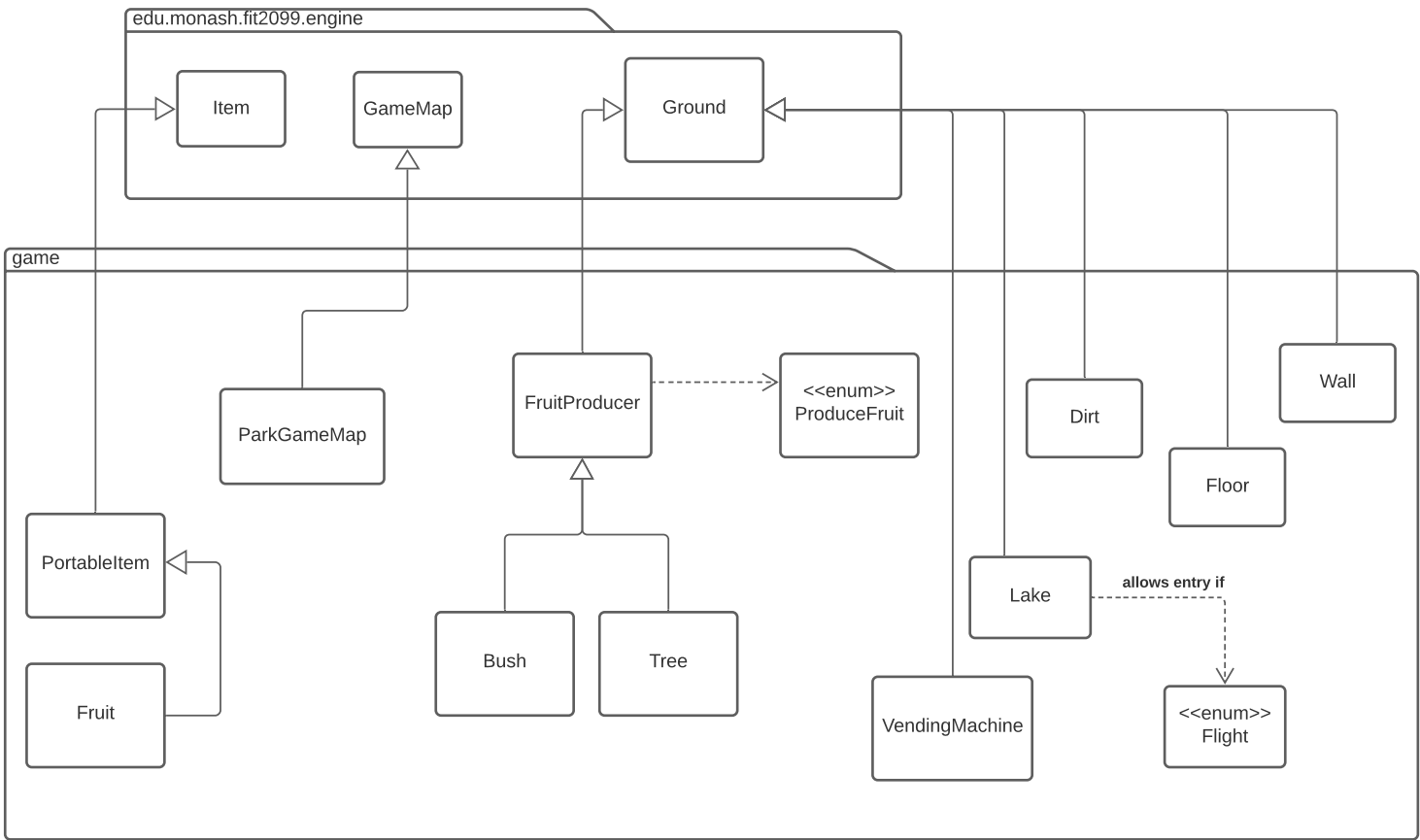
Updated UML diagrams

Assignment 3

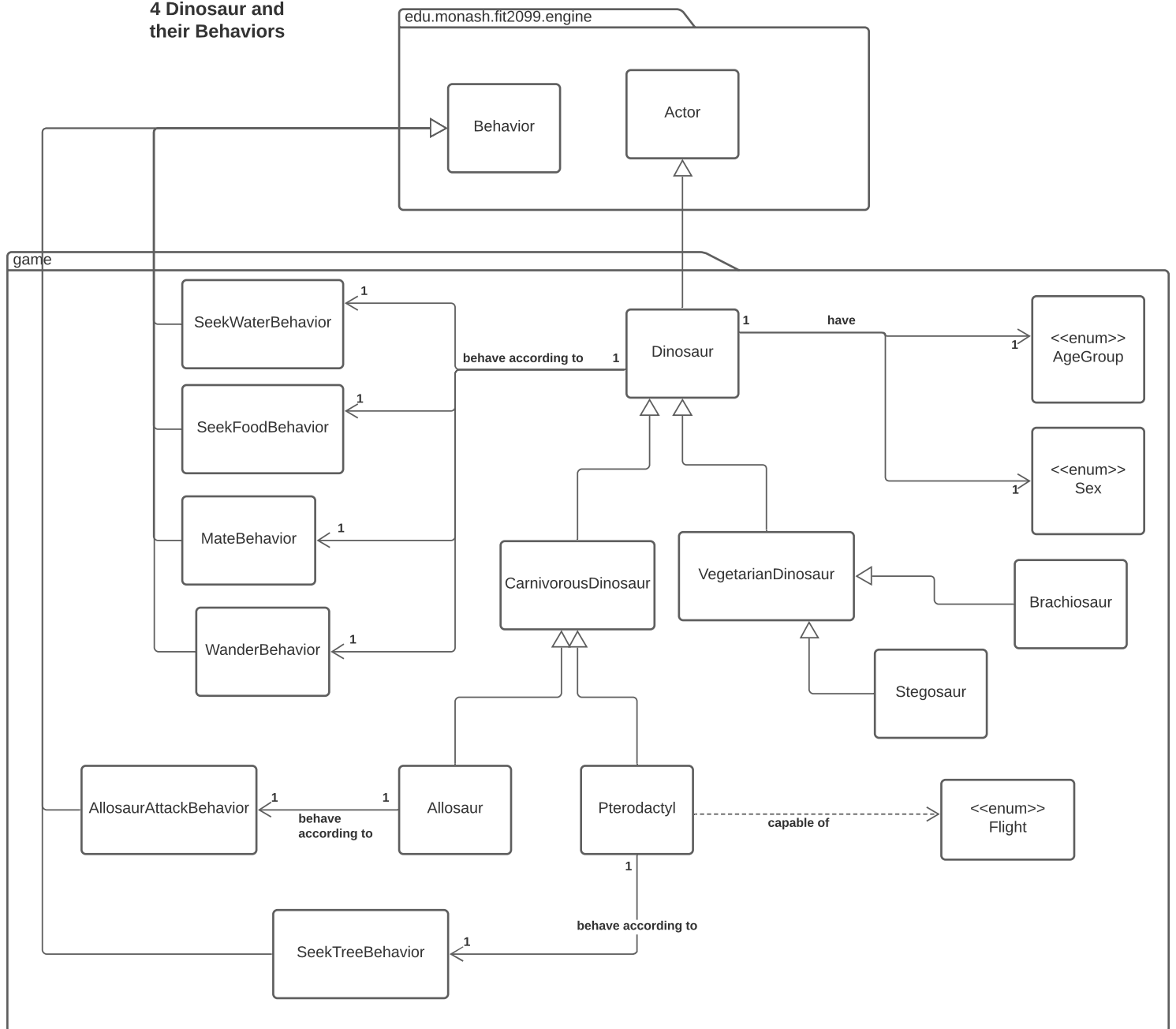
Group: Tute07Team82

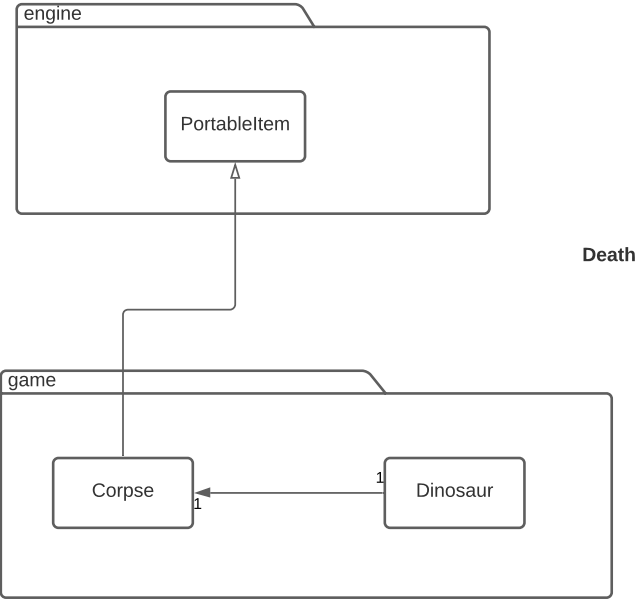
Members: Abhishek Shrestha, Amindu Kaushal Kumarasinghe

Items that populate the
ParkGameMap - new
GameMap

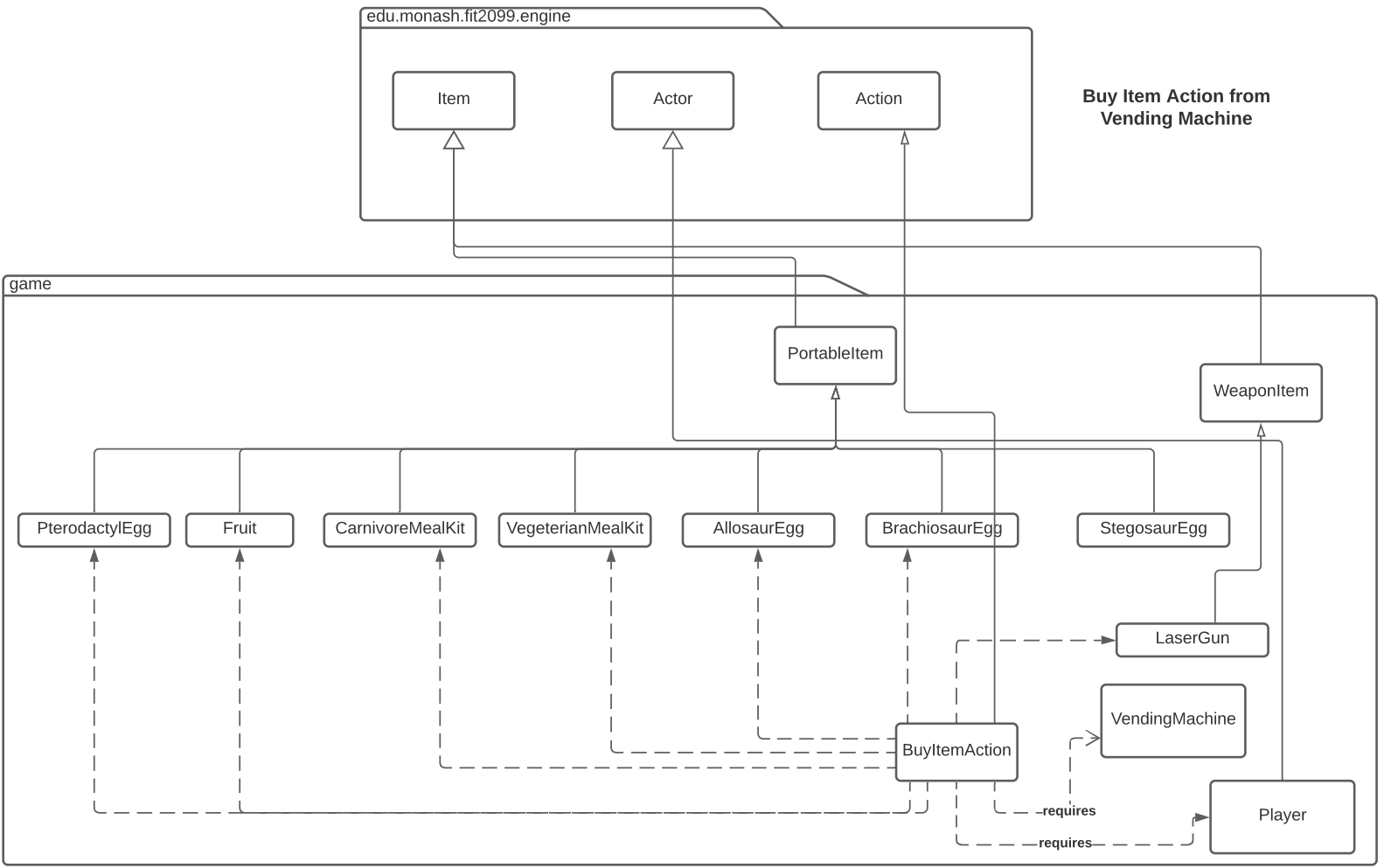


4 Dinosaur and their Behaviors



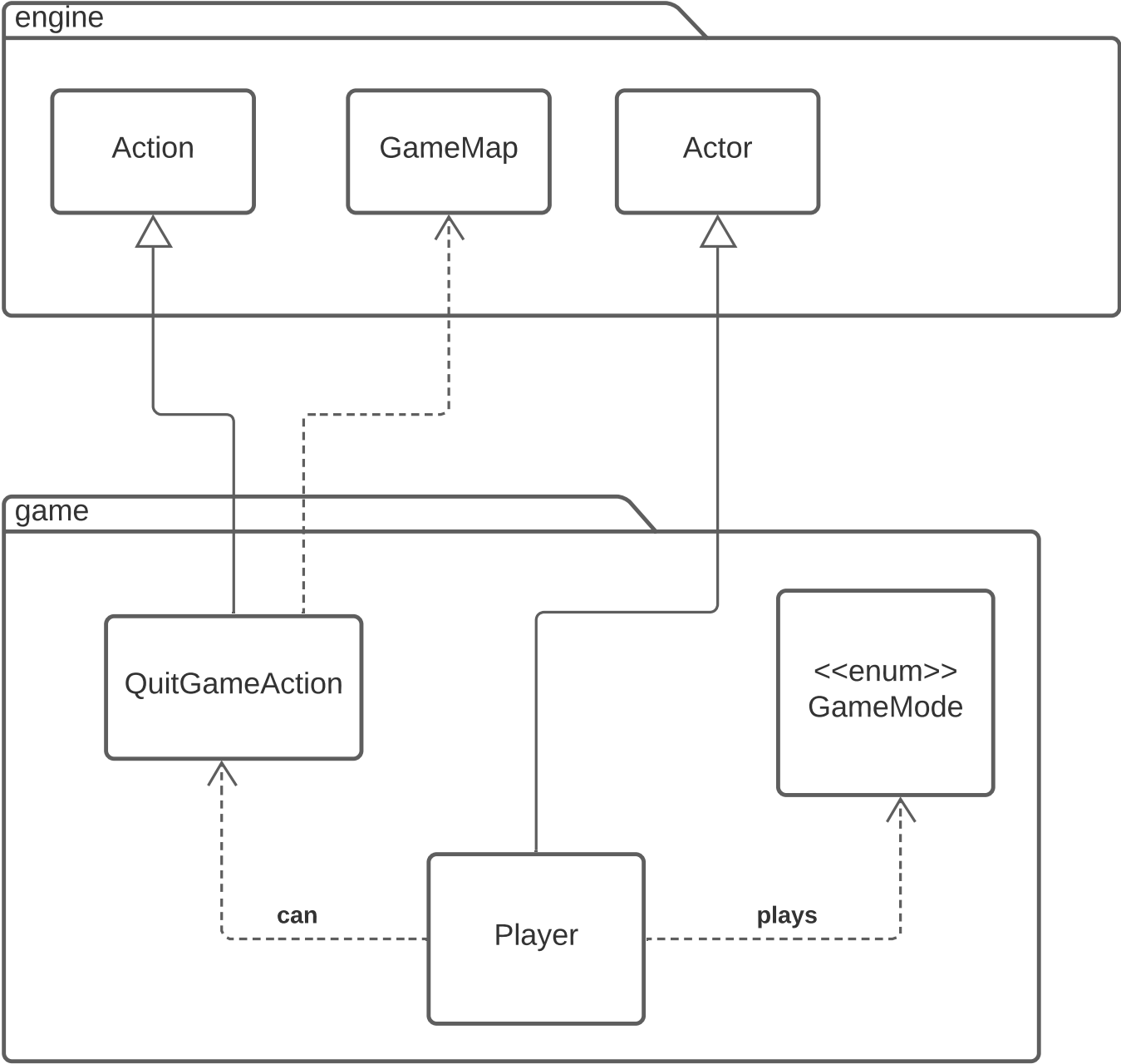


Death

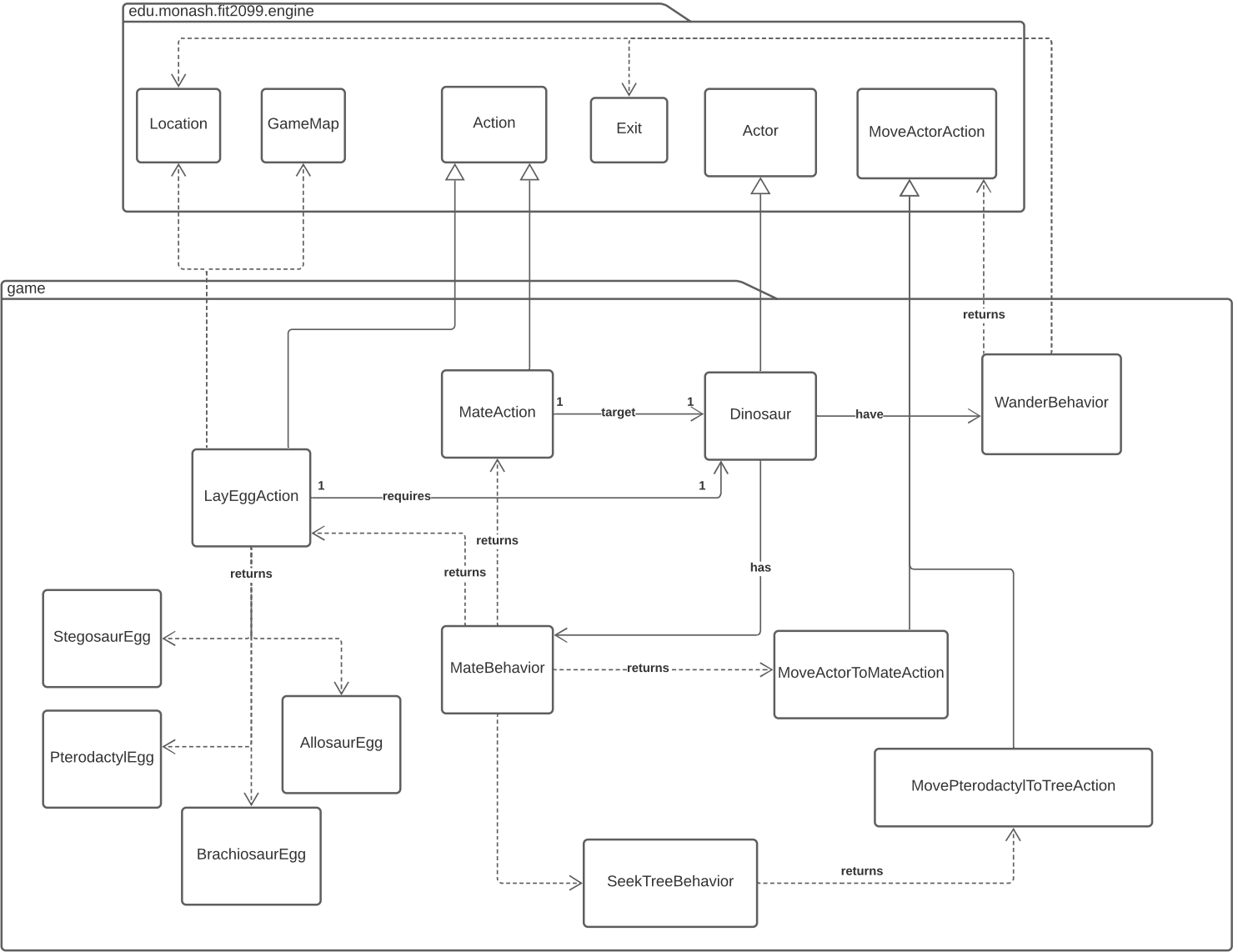


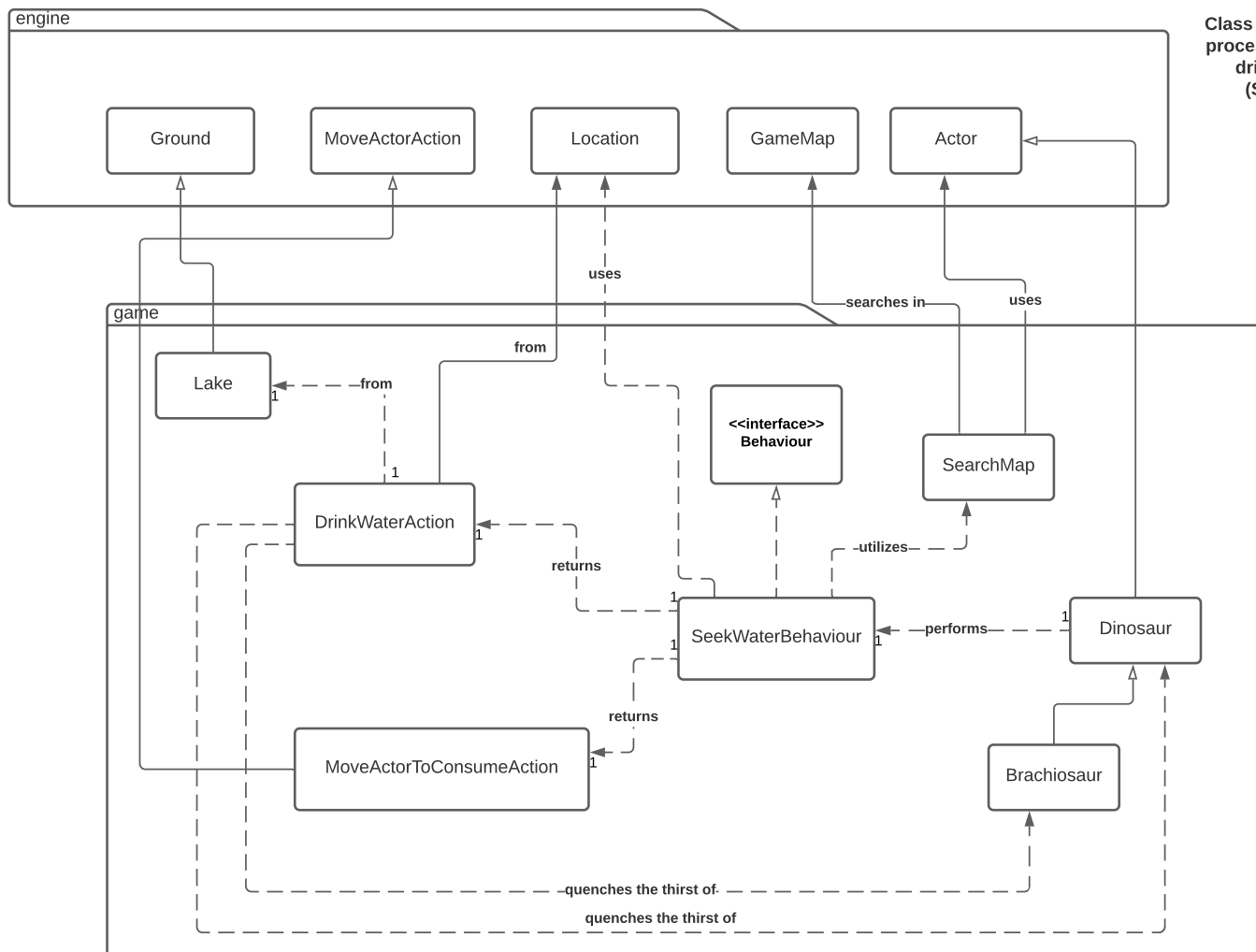
**Buy Item Action from
Vending Machine**

Quit Game

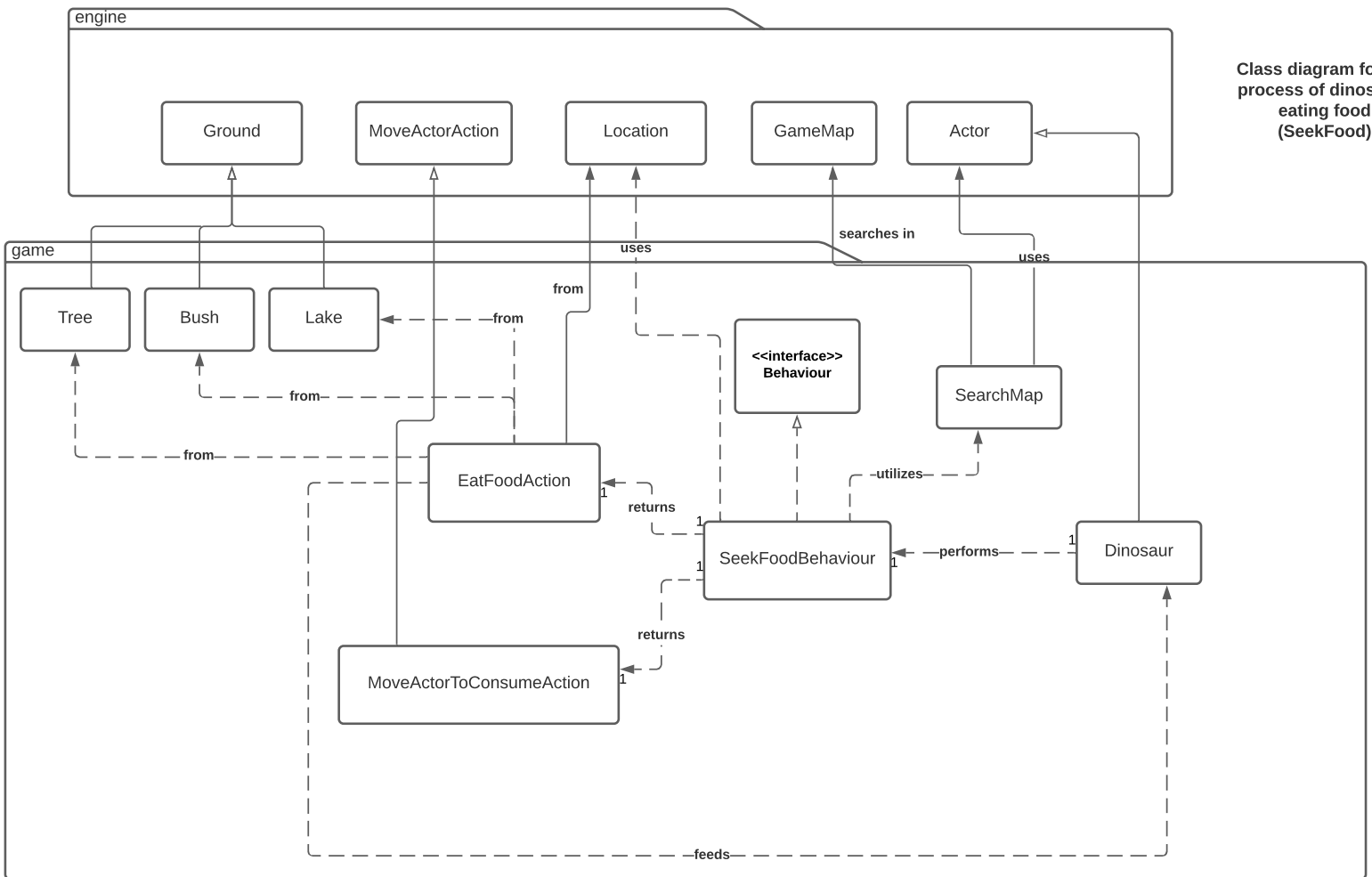


Mate Behavior



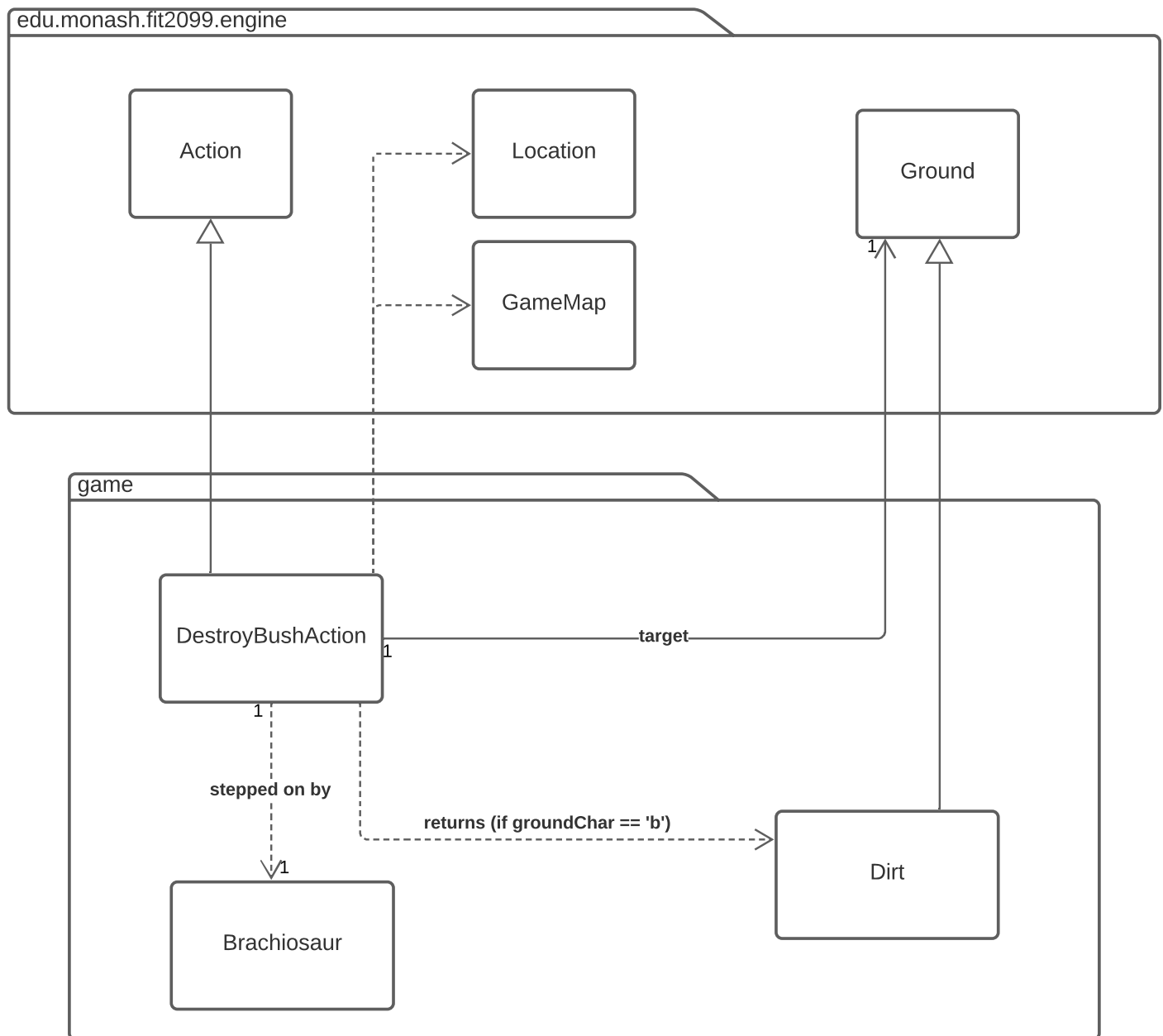


Class diagram for the process of dinosaurs drinking water (SeekWater)

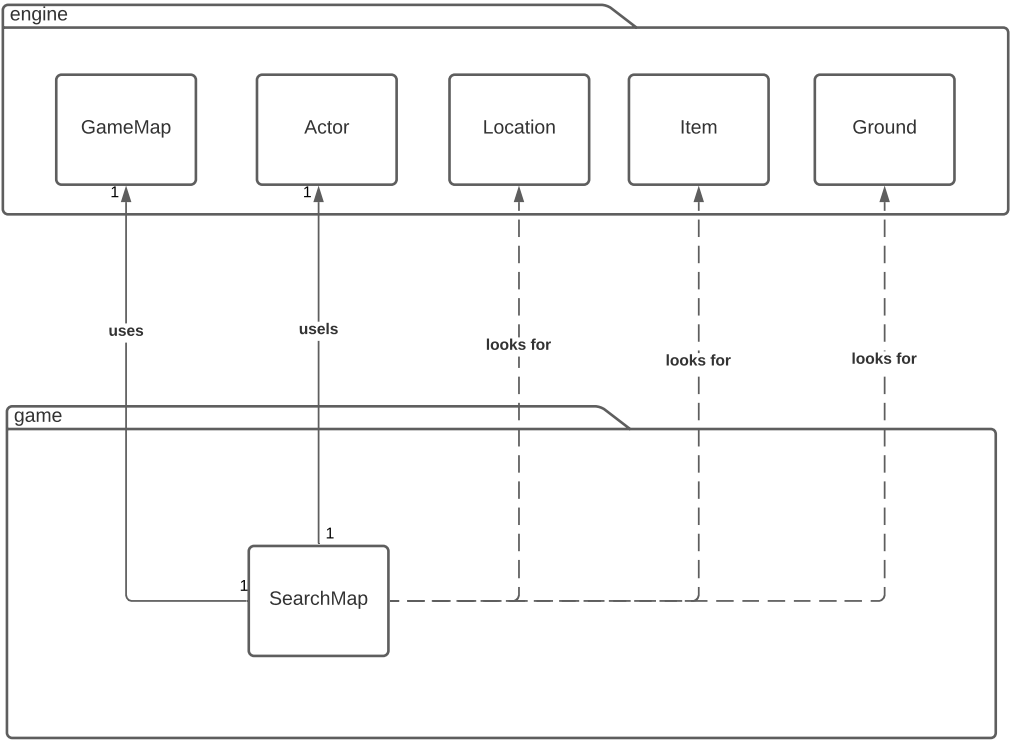


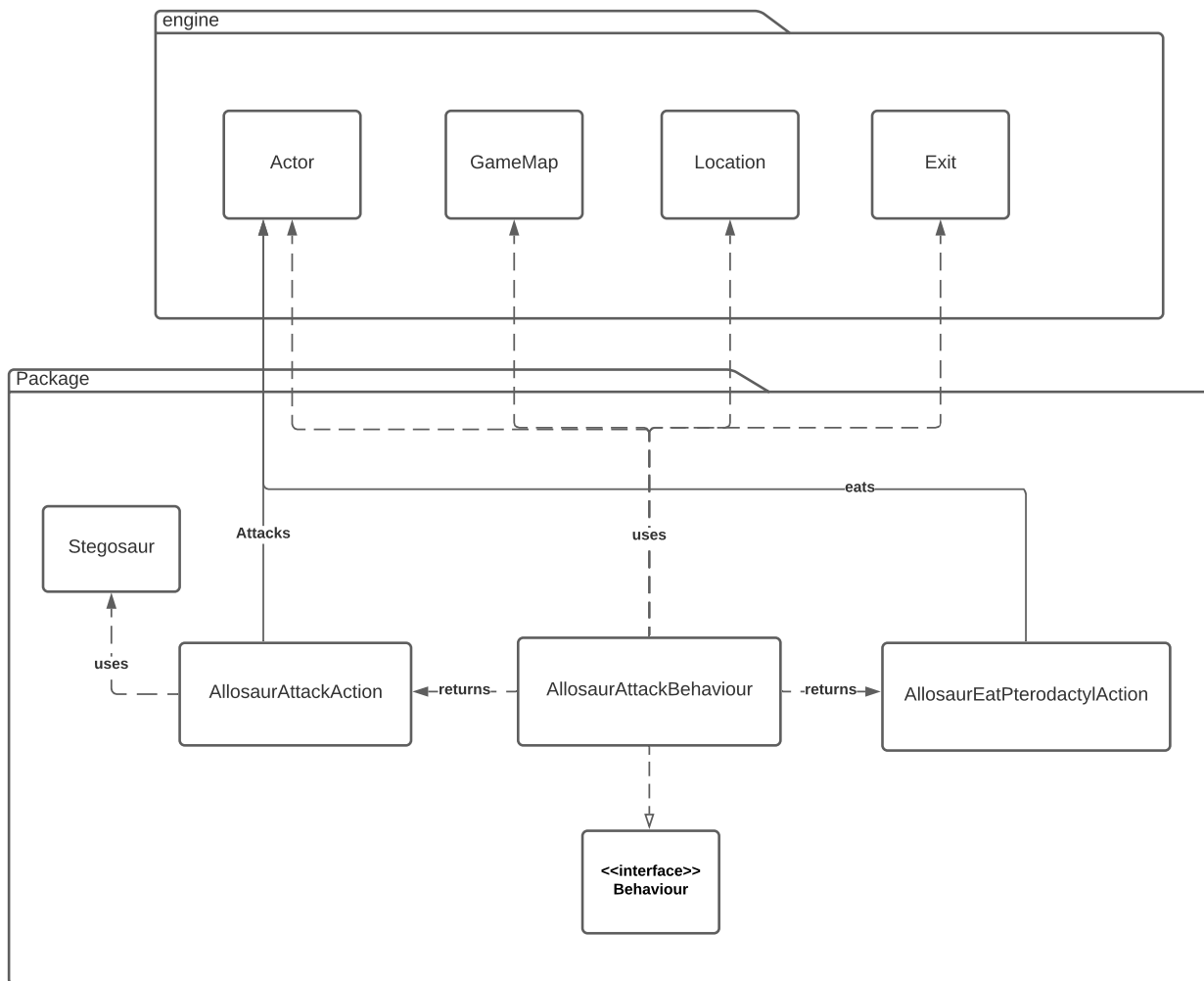
Class diagram for the process of dinosaurs eating food (SeekFood)

DestroyBushAction



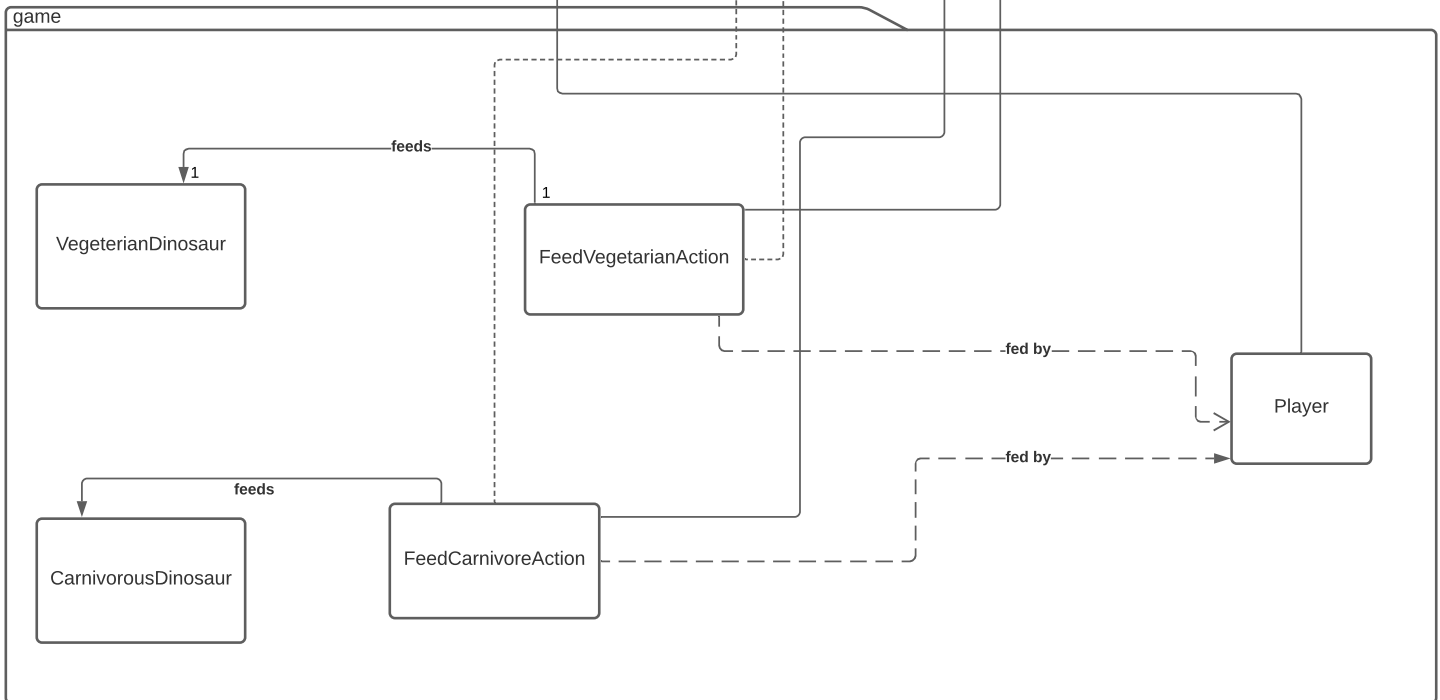
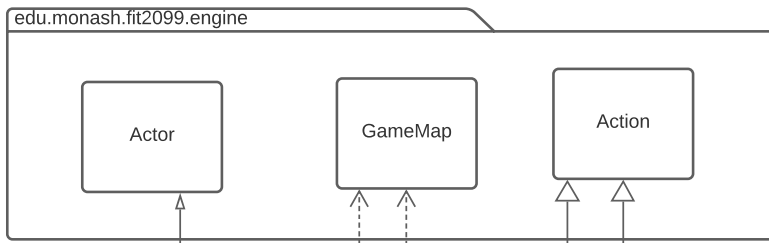
class diagram for the SearchMap class

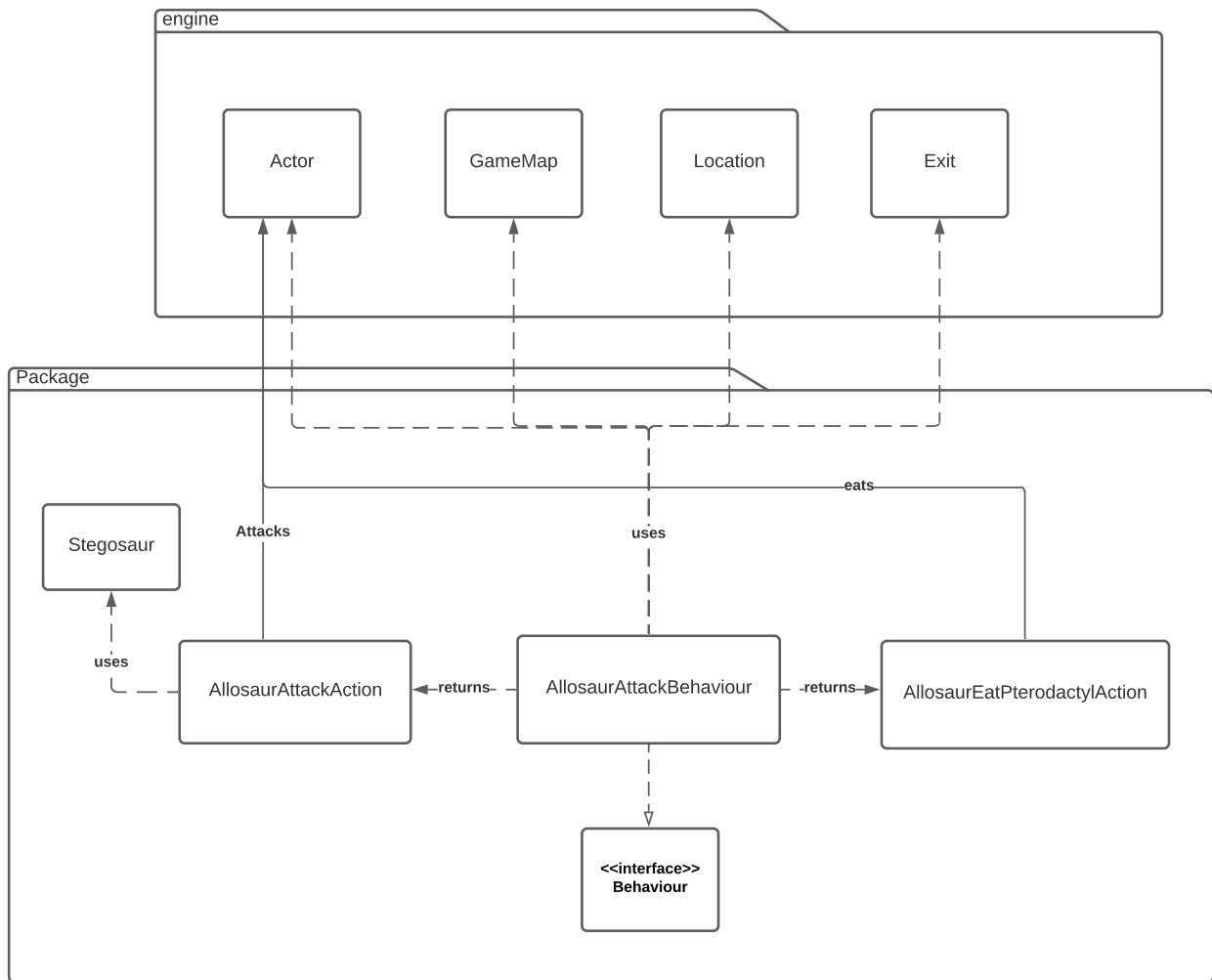




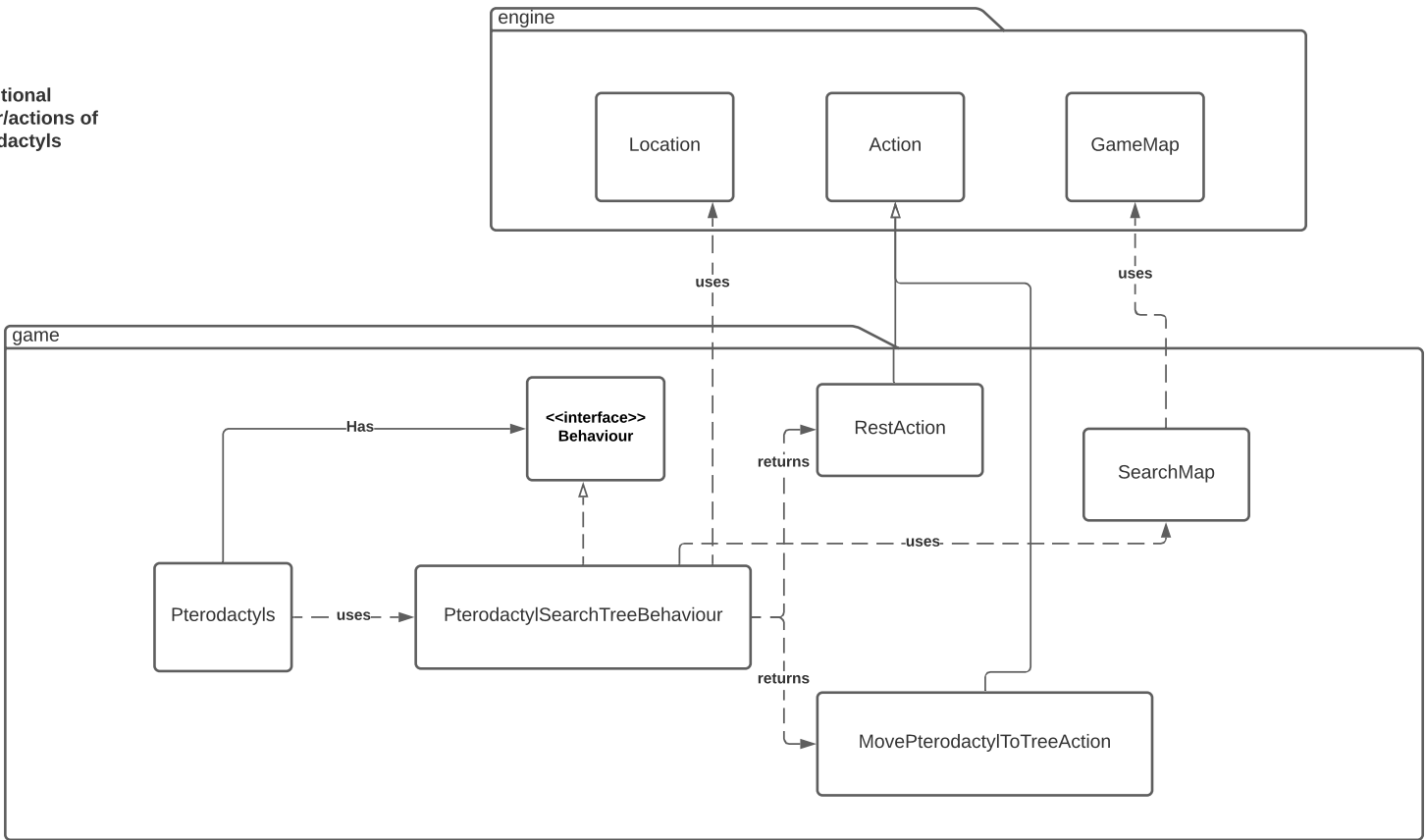
Class diagrams for the Allosaur attacking

FeedAction for dinosaurs



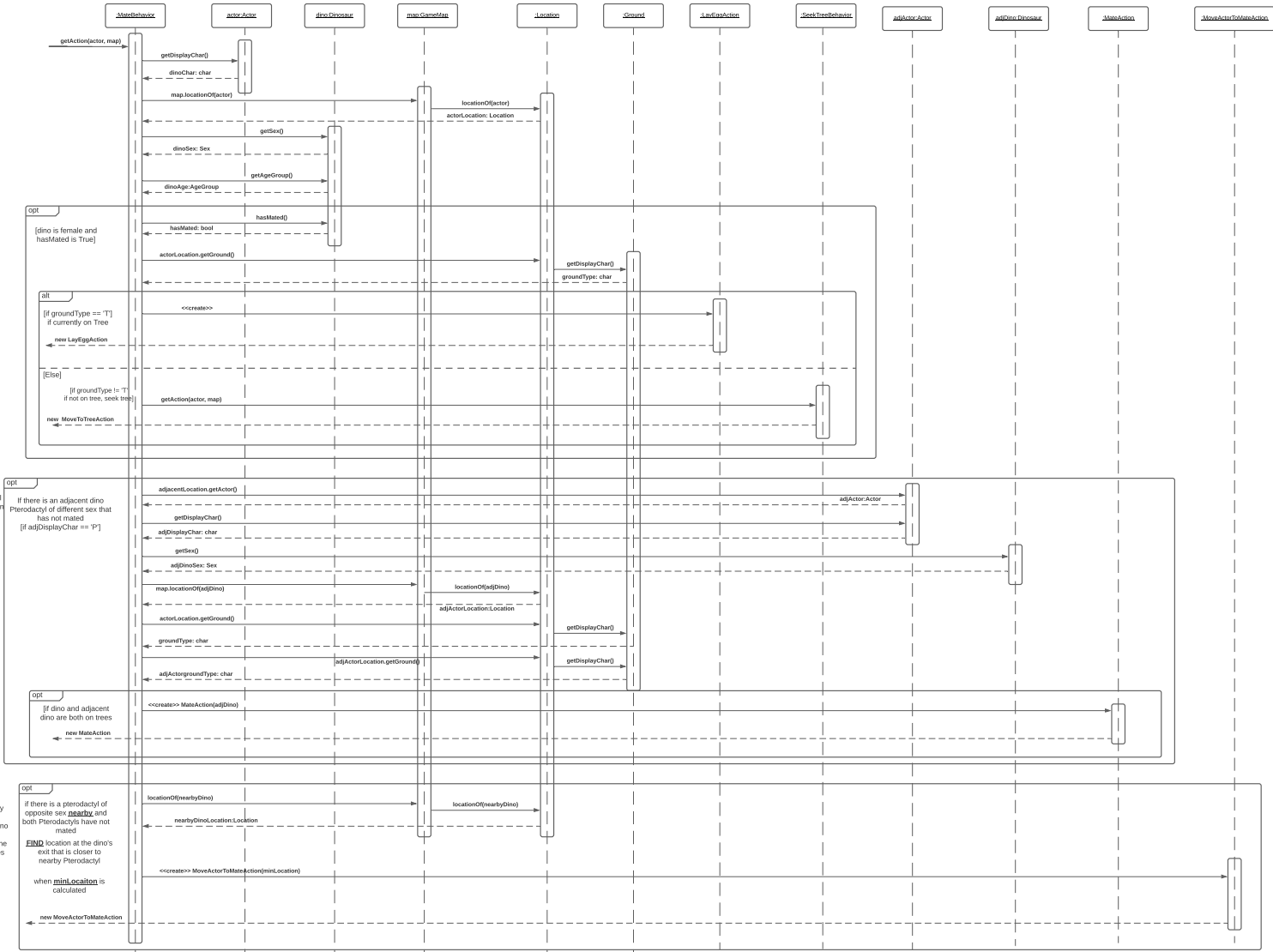


Additional
behaviour/actions of
pterodactyls



Sequence diagrams

Mate Behavior for Pterodactyl (Abhishek)



Updated Sequence
Diagram For
FeedVegetarianAction
from assignment 2

Note: vegetarianDinosaur is an instance variable of
FeedVegetarianAction class

Note: This sequence diagram is for the action of feeding a vegetarian
dinosaur , and it would be identical to feeding a carnivore dinosaur as
well, except instead of searching the inventory for fruits and vegetarian
mealkits, we can search for corpses, eggs and carnivore meal kits.

